

FIG. 1

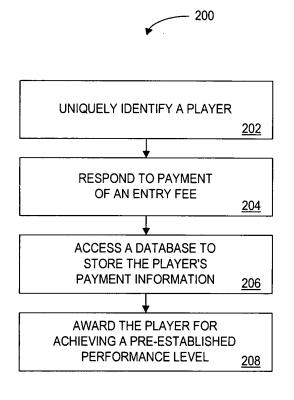


FIG. 2

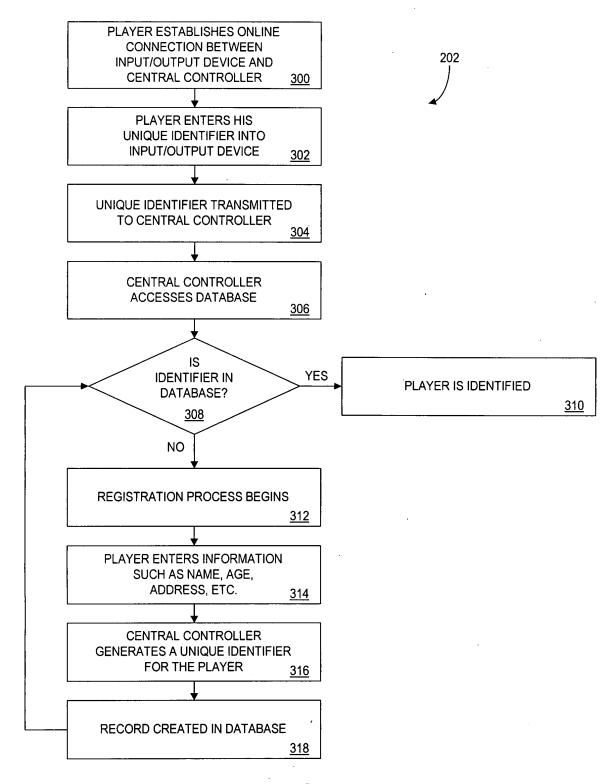
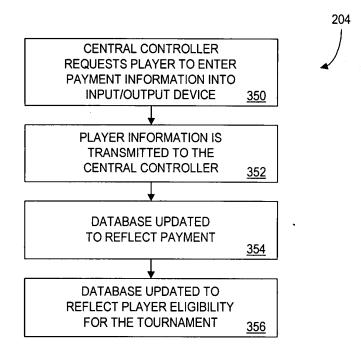


FIG. 3



CONTROLLER ACCESSING
THE DATABASE

CONTROLLER STORING THE
PLAYER'S INFORMATION
INTO THE DATABASE

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FIG. 4

FIG. 5

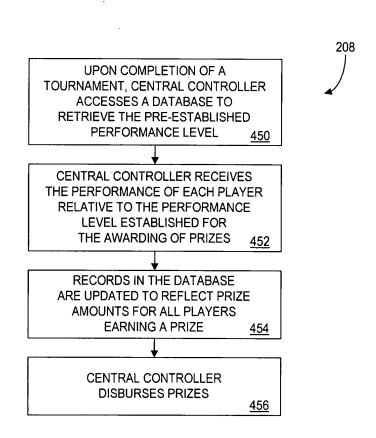


FIG. 6

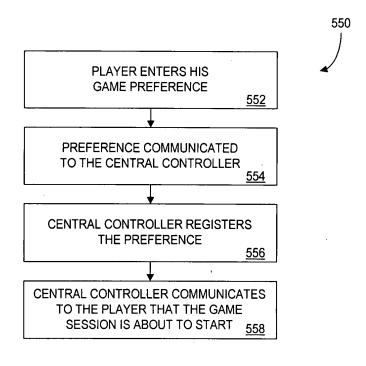


FIG. 7

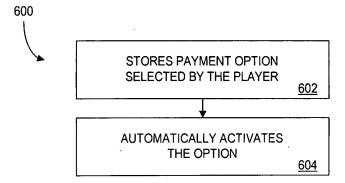


FIG. 8

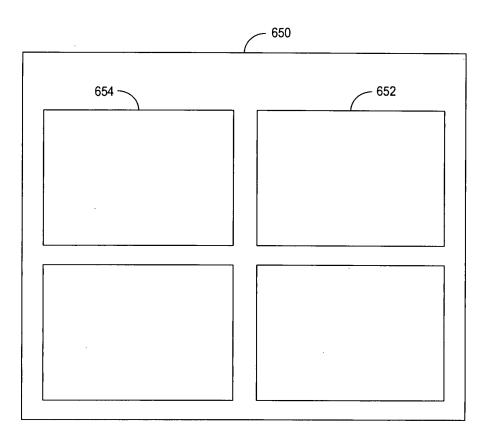


FIG. 9